

Archean League

and the Northeastern reaches of Continent of Cambre

The northeastern reaches of the continent of Cambre has a temperate maritime climate, despite being so close to the cold, barren wilderness that dominate that part of the world. Long an inhospitable region in lands held by bands and tribes of orc, ogre and giant-kind. A scattered fringe of marshy coastland was separated from these terrors by the Ogre Crown Mountains. A barrier of relative safety.

Five centuries ago seafaring nations from the west began to round the treacherous northern searoads destined for the rich and exotic empires of the east. Though nearly half the distance as the southern routes, over 4,000 miles of wilderness coastline made this journey without safe anchorage and a dangerous enterprise.

This region north and along the **Straits of Archea** was at the halfway point between the west and rich ports of the orient. The seafaring nations began establishing safe anchorages along this protected coast.

Of the six towns of the region, **Baronton** is the oldest town as a colonial port for the merchant fleets of the Kingdom of Penth, the dominating sea nation of the west. It is governed by a **Baron**, though the Barony is hardly more than a few miles from walls of town. Still it has the largest standing army in the region and the largest population with over 4,000 residents.

Town of **Cleod**, was established as the port and penal colony for Penth. Most of those sentenced were celtic freedom fighters deposed by their Penthian overlords, rather than executed and inciting more revolts by the celtic locals. A revolt on Cormaer forced the Penth governor and garrison to vacate the island. Today a lifetime elected **Sealord** chosen from among able-bodied seaman rules the land and sea of the island (the only requirement for Cormaeran citizenship.) Bands of semi-autonomous pirates, bucaniers, corsairs and brigands rove the island, keeping life there very unstable, much like their homeland.



Fennish was a port colony of the Principality of Osteneaux, though the merchant companies truly ran the town and established a more independent role from the prince as the merchant class grew in wealth. Today Fennish is ruled by the **Lord Mayor** a lifetime elected official from among the guild and mercantile houses of town. 150 years ago, Fennish and Baronton engaged in a battle for control of the region, Baronton being the usurpers were initially successful. The Fennish resigned themselves to guerilla tactics striking with small bands of rangers. The Baron signed a peace agreement with Fennish which began the move for uniting the towns into a trade league.

Innsport is actually a settlement of halflings established a little over two centuries ago. Eager to trade with the region's human residents, the halflings built a safe harborage and fortified inn, whose **Innkeeper** is the sovereign among them. Though not a seafaring race at all, the halflings of Innsport serves as the distribution center of the Valley of the Stout's fertile fields of corn that feed the rest of the League. Due to its proximity to the ranges of the highland orcs and ogres to the west, Innsport joined the League, when both the Baron and Sealord came to their aid at Redden Field, during the Orc Insurrection of 906 C.R.

Archean League

and the Northeastern reaches of Continent of Cambre

Gale Tor is an island, town and tower sitting east beyond the bayfront in the White Gale Sea, due east from Fennish. Established as a naval port for the combined Archean navy, shortly after the League Compact was signed by member towns at the Baron's keep in Baronton in 852 C.R. Gale Tor is governed by an appointed **League Commodore** of the Navy, currently Ser Legus the Watcher.

Though a small fishing and crabbing fleet exist on the isle, the predominant activities are military related, from shipboard activities, logistics, training and maintaining regular patrols in the shipping lanes.

Faraday, on the solid ended peninsula of marsh extending from Baron's Flood on the mainland, is known as the scientist's town. The keeper of the historic lighthouse there is called the **Weatherman**, and rules the town as its sovereign.

Though it is the smallest member community of the trade league, it is no less important as a center of oceanography, meteorology, astronomy and arcane studies. Elan the Wise, current Weatherman of Faraday is said to be the most powerful wizard in the league. He is trusted by the baron and feared by all else, though he presents a benevolent public face.

The Founding of the Archean League

Though several attempts have been made over the centuries, no successful road system has ever been established on this part of the continent of Cambre. Extensive marsh and wetlands, soft and otherwise nontraversable terrain have forced each of the six towns to perform commerce on the sea lanes by ship or boat only. Each town is a port town and an independant sovereignty

Following the botched War of the Marshes in 819 C.R. when Baronton failed to usurp control of Wyde Bay from the people of Fennish, a series of treaties, recognition of naval law, and trade concessions began organizing what would become the Archean Trade League.

Constant predations by Cormaeran pirates along the Archean Straits, forced the Baronton-Fennish Alliance to established a defensive navy to patrol the sea lanes and protect their merchant vessels. Despite the patrolling naval ships, Cormaerans are renowned sailors and navigators and they continued to harass the merchant fleets.

It was not until the threat of foreign invasion by the Crimsom Empire on the Spice Coast far to the south of Archea, that matters came to a head. The Crimsom Fleet would be ten times anything the town fleets could muster.

The Weatherman of Faraday (at the time), Emod the Bold suggested to invite Cormaer, under the rulership of the lords of Cleod to join the alliance in an effort to build a navy that might be able to face the threat from the Crimsom Fleet.

All hostilities between Cormaer and the mainland communities came to a halt just in time to prepare a defense of the north from the oriental navy expected the following spring, in 864 C.R.

Spring indeed brought a fleet of 600 warships from the Crimsom Empire through the Archean Straits and into the Bayfront between the White Gale Sea and the Baron's Flood, home of the naval fleet of Archea. Throughout the morning hours of the battle, Archean warships barely harried the Crimsom while loosing a third of their ships of the line.

Shortly after noon, a heavy fog rolled in from the east, and false lights by Weatherman caused the Crimsom fleet to misjudge the entry into the Baronton's bay and smash into the Pelican Rocks and Sentinel's Isle. The Cormaeran buccannereers took the divided Crimsom Fleet piecemeal.

In 906 C.R. the Trade League came to the defense of the halfling town of Innsport, when the Ogre Overlord sent an army of orcs into the lower Archean coast to sack the recently constructed halfling community. Marines sent by Baronton and Gale Tor, along with crew of Cormaeran Corsairs defended the small port, while ships sent bolts and shot from the Bay to the assaulting monster army. Upon Ogrish defeat the town of Innsport, joined the Trade League.

Archean League

and the Northeastern reaches of Continent of Cambre

Wilderness Surrounding Settled Lands

All around the communities of the Archean Trade League is harsh and hostile wilderness. This mountain protected coastland area is the northwestern reaches of a land dominated by monstrous folk and ancient terrors. What is considered "civilized" is almost an illusion, as many threats lies just beyond the horizon.



The northern coast of the region from the Mad Moors, round the Wraith Cape into a haunted heartland north is home to the shades and the walking dead, the dark legacy of a cursed folk here in the days before the sea towns were founded here 500 years ago. It is said to be the domain of a druidess lich, known only as the Witch, if such a thing exists. Few venture in and live to tell about it. Even the Ogres and orcs of the highlands south avoid this region.



The most immediate threat to the mainland bound parts of the region come from the Ogre and Orc tribes of the OGRE CROWNS mountain range to the west. They actually continue on further south of the map, but a forested pass opens on the southern edge. The main avenue for orcish expansion in times of war.

Ironically, the OGRE CROWNS is more than a name. Three ogre kings rule power tribes, each vying for total control of the mountain races. Aside from ogres, are orcs and goblins who inhabit in greater numbers, though under firm control of one of the three ogre kings. It is only the intertribal feuding the prevents the OGRE-Orc armies from organizing and overwhelming any military defenses the League can hope to emplace.



North of Gale Tor, lies the entgmatic isle of Mynch, the protectorate of the Druids of Mynch and the Blue Men. Though the druids are Cormaeran they have deemed the island and the reefs surrounding it as forbidden territory. Some say the druids can summon the violent gales this region is known. The blue men are said to be an aquatic humanoid race primitives who haunt the reefs and bring dire threat to all who enter their waters.

Imperial Regent of Chin Qai at Naval Review

At the invitation of Baron Rhenn Marlbrook of Baronton to an envoy from the Celestial Empire of Chin Qai, the primary source of silk in the orient south of Archea, has arrived in Baronton last week. Against the demands of the Commodore of Gale Tor, the Baron authorized a naval review - an act that the Commodore was heard to say, "Risked the security of the League Navy, by an empire with a larger fleet than the Crimsom War had 60 years ago. Have we already forgotten?"

Despite the outrage on the Trade Council, the Baron admits that major concessions with the empire will give the Archean League a monopoly on silk to the west. "Something worth any risk!" said the Baron.

The Imperial Regent is expected to remain the rest of the month to be a guest of honor during the coming Autumn Sea Festival.

Pirates Blamed for Gale Looting

After last weekend's furious gale, a number of shops were broken into and looted in the harbor district in Baronton. Although witnesses claimed a band of Fennish sailors did the deed, the Magistrate has issued an arrest warrant for the Cormaeran pirate gang, known as the Grey Coats. A protest is expected from the Cleodic council member, Ladrass the Gimp for unfounded harrassment to his citizens.

LUTEFISK

5 silvers for a barrel
at Finn's Fennish Fish Market



Xhiang Fu Li, Regent of the Empire of Chin Qai

Baroness has a Private Birthday

Baroness Elyssa is the traditional guest of honor during Autumn Sea Festivals, as her birthday is on the eve of the holiday.

However due to the deference to the imperial visitor, she is planning a private birthday celebration at the Baron's Keep south garden with family and friends.

She promises a lavish celebration at the festival next year.

Naval Corvette Feared Missing

Believed to have been a loss due to last weekend's gale, the Seawolf, one of Gale Tor's fast naval corvettes has not reported and was expected at port on the day following the storm.

The ship was patrolling the waters in the southern Archean Straits on pirate watch duty.

The loss will be expensive and require immediate replacement. The council will vote in the next session, early next month. A referendum may be required.

Ruins found on Sentinel's Isle

After last weekend's late summer gale, a recovery crew rescuing a grounded fishing craft, discovered ruins once hidden beneath dunes of sand that the storm uncovered.

According to an archaeologist from Faraday the ruins suggest a pre-classical civilization that maintained a presence here over ten centuries ago. Doctor Dhan claimed that "The ruins suggest an advanced culture with understanding of arcane sciences." The doctor hopes to study it further.

Gustian's Gold Ale
only served at
Merling's Rest
Tavern & Eatery
Fisherman's Wharf in Baronton

Wanted:

Able-bodied seamen to join the Navy, to help defend the Archean League - good pay, retirement benefits and a life of adventure! Join the best of the best!

Seeking armed escort into the foothills to the Ogre Crowns for the recovery of a missing farmer's daughter.

Seeking band of explorers to join an expedition into the Sentinel Ruins, by the Archean College, department of Archaeology, under Doctor Dhan.